I_{N THE} C_{LAIMS}:

Please amend the claims as follows:

1. (currently amended) A method for changing an orientation of a user interface, comprising:
- displaying an input control logic on said user interface;
- detecting a course of motion that is performed on said user interface, and
- changing said orientation of said user interface with respect to a physical device said user interface is integrated, in according to said detected course of motion,
wherein said user interface is a touch screen display, and wherein said orientation of said touch screen display is changed by rotating the complete display and input control logic.

2. (previously presented) The method according to claim 1, wherein said course of motion is performed on said user interface via a user interface interaction device.

3. (previously presented) The method according to claim 2, wherein said user interface is a touch-screen display and wherein said user interface interaction device is a touching device.

4. (previously presented) The method according to claim 2, wherein said user interface interaction device is a device that controls the movement of an element on said user interface.

5. (previously presented) The method according to claim 1, wherein said course of motion is performed on said user interface by dragging an element that is displayed on said user interface.

6. (previously presented) The method according to claim 5, wherein said element is located near an edge of the user interface.

7. (previously presented) The method according to claim 1, wherein said course of motion is performed on said user interface by drawing a gesture on said user interface.

8. (original) The method according to claim 7, wherein said gesture is a circle of a part thereof.

9. (previously presented) The method according to claim 1, wherein said detected course of motion is visualized on said user interface.

10. (previously presented) The method according to claim 1, wherein said orientation of said user interface is changed by 90°, 180° or 270° with respect to the device said user interface is integrated in.

11. (previously presented) The method according to claim 1, wherein images that are displayed on said user interface are transformed and/or re-scaled according to said changed orientation.

12. (previously presented) The method according to claim 1, wherein said user interface is integrated in a hand-held device, in particular a mobile phone or a personal digital assistant.

13. (canceled)

14. (currently amended) A computer ~~program product stored on a data processing readable medium, the computer program product comprising~~ readable medium storing a computer program with instructions operable to cause a processor to perform the method of claim 1.

15. (currently amended) A device for changing an orientation of a user interface, comprising:
– a detector for detecting a course of motion that is performed on said user interface, and
– a processor and controller for

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– displaying an input control logic on said user interface; and

– changing said orientation of said user interface with respect to a physical device said user interface is integrated, in ~~accordance~~ according to said detected course of motion,

wherein said user interface is a touch screen display, and wherein said orientation of said touch screen display is changed by rotating the complete display and input control logic.

16. (previously presented) The device according to claim 15, wherein said device for changing an orientation of said user interface is integrated in a hand-held device, in particular a mobile phone or a personal digital assistant.

17. (previously presented) A device according to claim 15, further comprising:
– at least one user interface.

18. (previously presented) The device according to claim 17, further comprising a user interface interaction device, via which said course of motion is performed on said at least one user interface.

19. (previously presented) The device according to claim 18, wherein said at least one user interface is a touch-screen display and wherein said user interface interaction device is a touching device.

20. (previously presented) The device according to claim 18, wherein said user interface interaction device is a device that controls the movement of an element on said at least one user interface.

21. (previously presented) The device according to claim 17, wherein said course of motion is performed on said at least one user interface by dragging an element that is displayed on said at least one user interface.

22. (previously presented) The device according to claim 17, wherein said course of motion is performed on said at least one user interface by drawing a gesture on said at least one user interface.

23. (previously presented) The device according to claim 17, further comprising means for visualizing said detected course of motion on said at least one user interface.

24. (previously presented) The device according to claim 17, wherein said orientation of said at least one user interface is changed by 90°, 180° or 270° with respect to said mobile phone.

25. (previously presented) The device according to claim 17, further comprising means for transforming and/or re-scaling images that are displayed on said at least one user interface according to said changed orientation.

26. (currently amended) A device for changing an orientation of a user interface, comprising:
- means for displaying an input control logic on said user interface;
- means for detecting a course of motion that is performed on said user interface, and
- means for changing said orientation of said user interface with respect to a physical device said user interface is integrated, in ~~accordance~~according to said detected course of motion, wherein said user interface is a touch screen display, and wherein said orientation of said touch screen display is changed by rotating the complete display and input control logic.

27. (previously presented) The method according to claim 1, wherein said course of motion is performed on said user interface by at least one of dragging an element that is displayed on said user interface and drawing a gesture on said user interface.

28. (previously presented) The device according to claim 15, wherein said course of motion is performed on said user interface by at least one of dragging an element that is displayed

on said user interface and drawing a gesture on said user interface.

29. (previously presented) The device according to claim 26, wherein said course of motion is performed on said user interface by at least one of dragging an element that is displayed on said user interface and drawing a gesture on said user interface.

30. (new) The method according to claim 1, wherein said course of motion is performed on said user interface by dragging a dragging element that is displayed on said user interface, and wherein said dragging element is a soft button that is provided on said user interface for other purposes and is assigned additional functionality to initiate said change of said orientation of said user interface only when being dragged across said user interface.

31. (new) The device according to claim 15, wherein said course of motion is performed on said user interface by dragging a dragging element that is displayed on said user interface, and wherein said dragging element is a soft button that is provided on said user interface for other purposes and is assigned additional functionality to initiate said change of said orientation of said user interface only when being dragged across said user interface.

32. (new) The device according to claim 26, wherein said course of motion is performed on said user interface by dragging a dragging element that is displayed on said user interface, and wherein said dragging element is a soft button that is provided on said user interface for other purposes and is assigned additional functionality to initiate said change of said orientation of said user interface only when being dragged across said user interface.